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Magic Grandad Toys
today and in the past

User Guide
and
Educational Notes

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Contents

Introduction 4
What is *BBC Magic Grandad: Toys today and in the past?* 4
Educational Objectives 5
Modes of Use 5

How do I install *BBC Magic Grandad: Toys today and in the past?* . . . 6
Windows PC Users 6
Apple Mac Users 9

How do I use *BBC Magic Grandad: Toys today and in the past?* 12
Login 12
Teacher Options 13
Introductory Sequence 16
Activity Menu 16
Theme Menu 17
Navigation 18
Pupil's Book 18

The Activities 19
Magic Grandad's History Club 19
Toys today 20
A family's toys 21
What's this? 22
Draw a toy 23
Where does this go? 24
How does this work? 25
Toy timeline 26
Museum guidebook 27
Toy poster 28

Educational Notes 29
Whole Class 29
Group Work 30
Individual Work 30

Technical Information and Tips 31
Record keeping problems 31

Index 32

Introduction

What is *BBC Magic Grandad: Toys today and in the past?*

BBC Magic Grandad: Toys today and in the past joins Magic Grandad on his trip to the toy museum, finding out about a wide variety of toys from the past and present. This charming resource allows users to help sort toys into exhibition displays, create a museum guidebook and draw pictures of the museum's toys.

Nine focused activities allow children to independently explore realistic scenes before completing an exciting task. The **Teacher Options** section tracks each pupil's progress and enables the selection of program settings and mode of use.

Educational Objectives

- To develop early historical skills
- To explore original sources of historical information
- To encourage asking and answering of questions about the past
- To strengthen understanding and knowledge about the past

A description of each activity and its learning objective(s) can be found later in this user guide. There are also suggestions for classroom use on pages 29–30.

Modes of Use
BBC Magic Grandad: Toys today and in the past has two modes of use: Activity or Theme.

Activity Mode – The nine activities can be accessed individually and in any order via the Activity Menu.

Theme Mode – The nine activities are organised into three themes. Activities within a theme are played in consecutive order and are accessed via the Theme Menu.

How do I install *BBC Magic Grandad: Toys today and in the past*?

Windows PC Users

BBC Magic Grandad: Toys today and in the past can be used in two different ways:

- By performing a basic installation
- By fully installing on a computer or network

Please note that you must ensure that the number of computers you use *BBC Magic Grandad: Toys today and in the past* on matches the licence that you have purchased. Please contact Sherston for further details if necessary (01666 843 200). If you have evaluated the software on Sherston's 28-day free approval scheme and have decided not to keep it, you must remove all installations of the program from your computers and network. Continued use without an appropriate licence is illegal.

Performing a basic installation

Place the CD-ROM in the relevant drive on your computer: the CD window should open automatically; otherwise, you should open it from within **My Computer**. For full functionality, install *BBC Magic Grandad: Toys today and in the past* by double-clicking on the **Setup** icon and following the on-screen instructions. For a standard installation click **Next** on each screen. This will add *BBC Magic Grandad: Toys today and in the past* to your program menu in the location, **Start**>**Programs**>**Magic Grandad**>**Toys**. The installed version will still require the CD-ROM to be in the drive during use.

Fully installing the software on a computer or network

Please note: If fully installing the program on to a shared area on a network you will need to carry out the installation from a

workstation so that you can browse to a mapped network drive, for example P:\Applications\ProgramFolder

Installing *BBC Magic Grandad: Toys today and in the past* in the following way will mean that the CD will not be required for future use of the software. To fully install the software, place the CD-ROM in the relevant drive on your computer: the CD window should open automatically; otherwise, you should open it from within **My Computer**. Double-click on the **Setup** icon. After reading the copyright information on the Welcome screen, click **Next**. You will then be asked to select a setup type. Choose either **Full** or **Custom** then click **Next** and follow the on-screen instructions. For full installation to a single computer, choose the **Full** setup type and specify local paths. You will be asked to select locations for the following:

Directory name – this is for program executable files (and media files if you choose the **Full** setup type). Click the **Browse** button to change the destination. You can create a new folder by using the **New Folder** button or simply by adding a folder name to the end of the path. All users must have **Read access** permission to run the files in this location.

Saves location – this must be an area of your network to which all users have modification permissions. Click the **Browse** button to choose the drive and folder you wish to use. You can create a new folder as directed above.

Media location – this is only requested during a Custom setup type and is for the bulk of the information on the CD. Click the **Browse** button to choose the drive and folder you wish to use. You can create a new folder as directed above. You can also set this to a location where the files will already exist, such as a CD server. All users must have **Read access** permission for the files in this location.

If you have evaluated *BBC Magic Grandad: Homes today and in the past* on your network as part of Sherston's 28-day free approval scheme and have decided not to keep the software, you must ensure that all installations of the software are removed before returning the software.

Recommended System Requirements

Windows Computers

- Pentium II processor
- 64MB RAM
- Microsoft® Windows® Version 98 or later
- 16 Bit colour
- Soundcard
- CD-ROM drive

Many Sherston titles will run on computers with lower specifications than those listed above. In some cases, performance may be affected. Please call us for further advice concerning our minimum specifications and we will be happy to help you.

Technical Information and Tips

Please see the section at the end of this booklet for advice on how to get the very best out of your computers and software.

Apple Mac Users

BBC Magic Grandad: Toys today and in the past can be used in two different ways:

- By performing a basic installation
- By fully installing on a computer or network

Please note that you must ensure that the number of computers you use *BBC Magic Grandad: Toys today and in the past* on matches the licence you have purchased. Please contact Sherston for further details if necessary (01666 843 200). If you have evaluated the software on Sherston's 28-day free approval scheme and have decided not to keep it, you must remove all installations of the program from your computers and network. Continued use without an appropriate licence is illegal.

Performing a basic installation

For full functionality, install *BBC Magic Grandad: Toys today and in the past* in the following way. Place the CD-ROM in the relevant drive on your computer: the CD icon will appear on the desktop. Double-click on this icon to open a window showing the contents of the CD. Double-click on the **Install Toys** icon and follow the on-screen instructions. For a standard installation, click **Next** on each screen. Standard installation will copy files to a **Magic Grandad>Toys** folder within **Applications** on the hard drive and will create a shortcut on the desktop. The installed version will still require the CD-ROM to be in the drive during use.

Fully installing the software on a computer or network

Please note: If fully installing the program on to a shared area on a network it is recommended that you carry out the installation at a workstation from which you can browse to a network drive.

Installing *BBC Magic Grandad: Toys today and in the past* in the following way means that the CD will not be required for future use of the software. Place the CD-ROM in the relevant drive on your computer: the **CD** icon will appear on the desktop. Double-click on this icon to open a window showing the contents of the CD. To install the software on your network, double-click on the **Install Toys** icon. After reading the copyright information on the Welcome screen, click **Next** and you will be asked to select a setup type. Choose either **Full** or **Custom** then click **Next** and follow the on-screen instructions. For full installation to a single computer, choose the **Full** setup type and specify local paths. You will be asked to select locations for the following:

Directory name – this is for program executable files (and media files if you choose the **Full** setup type). Click the **Browse** button to change the destination. You can create a new folder simply by adding a folder name to the end of the path. All users must have **Read access** permission to run the files in this location.

Saves location – this must be an area of your network to which all users have permission to read, write and delete files. Click the **Browse** button to choose the drive and folder you wish to use. You can create a new folder as directed above.

Media location – this is only requested during a Custom setup type and is for the bulk of the information on the CD. Click the **Browse** button to choose the drive and folder you wish to use. You can create a new folder as directed above. You can also set this to a location where the files will already exist such as a CD server. All users must have **Read access** permission for the files in this location.

If you have evaluated *BBC Magic Grandad: Homes today and in the past* on your network as part of Sherston's 28-day free approval scheme and have decided not to keep the software, you must remove all installations of the program from your computers and network. Continued use without an appropriate licence is illegal.

Recommended System Requirements

Apple Mac Computers

- Power Mac G3 233MHz processor
- 128MB RAM
- OS X version 10.2 or later
- 16 Bit colour
- Soundcard
- CD-ROM drive

Many Sherston titles will run on computers with lower specifications than those listed above. In some cases, performance may be affected. Please call us for further advice concerning our minimum specifications and we will be happy to help you.

Technical Information and Tips

Please see the section at the end of this booklet for advice on how to get the very best out of your computers and software.

How do I use *BBC Magic Grandad: Toys today and in the past?*

Login

Magic Grandad welcomes the user and instructs them to log in.

There are three ways to log in: as a new user, as an existing user or as a guest.

How to log in as a new user

If a child has not logged in before, they should type their name into the **New Name** window and then click on the **OK** button.

How to log in as an existing user

If a child has logged in before, or if their details have been pre-entered into the Records section, they should click on their name in the displayed list and then click **OK**. The blue arrows beside the list of names allows users to browse up and down in search of their name.

Both login methods described above activate the record-keeping system and Pupil's Book facility.

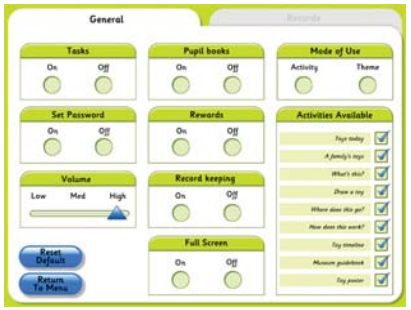
How to log in as guest

If a child wishes to log in as a guest, they should click on the **Guest** button and then the **OK** button. Please note that no records or Pupil's Book will be kept for users logged in as a guest.

Teacher Options

Clicking on the T button on the Main Menu takes you to the Teacher Options area, where you will be able to view and change the program settings. You can also access the Teacher Options area by holding down Ctrl and pressing T on the keyboard. The Teacher Options area consists of two sections: General and Records.

General tab



Features of the General tab include:

- **Selecting the program's mode of use**. To select the mode of use, click on the **Activity** or **Theme** buttons.
- **Selecting activities (Activity Mode) or themes (Theme Mode) for inclusion within the program**. To turn an activity or theme ON/OFF, click on the check box next to each activity or theme title.
- **Turning the task sections of each activity on or off**. The tasks are ON by default.

Please note: If tasks are turned OFF, the Pupil's Book facility will also be OFF.

- **Setting the volume level**. The default volume setting is MEDIUM.
- **Turning the Pupils' Book facility on or off**. The Pupils' Books are ON by default.

Please note: If tasks are turned OFF, the Pupil's Book facility will also be OFF.

- **Protecting access to the Teacher Options screens by setting a password**. When this is switched ON, each time you try to access Teacher Options, a prompt will appear asking you to type in the password **control**. The password will be OFF by default.
- **Turning the rewards on or off**. The rewards are ON by default.
- **Turning the record-keeping facility on or off**. The record-keeping functionality is ON by default. Records will not be kept for users logged in as a guest.
- **Turning the full screen mode on or off**. The full screen mode is ON by default.

Other buttons on the General tab include:

- **Reset Defaults**. Restores all default settings on the General and Records tabs.
- **Return to Menu**. Returns to Main Menu screen.

Records Tab

The Records section records and tracks the progress of logged-in users, detailing the activities they have visited. Each activity is broken down into three sections: Click and Explore, Task and Pupil's Book. A blue dot appears in each section of the activity completed.

Features of the Records tab include:

- **Add Pupil.** This button allows another pupil to be added to the list of pupil names.
- **Delete.** This button deletes a selected pupil from the list. Please note that deleting a pupil from the list of names will also permanently delete their records and Pupil's Book.
- **Delete all.** This button deletes all pupil names, records and Pupils' Books.
- **Reset.** This button allows a selected pupil's records to be cleared. Please note that resetting a pupil's records will also permanently delete their Pupil's Book.
- **Reset all**. This button clears the records and Pupils' Books for all pupils in the list.
- **Print.** This button allows the Records screen to be printed.
- **View Pupil's Book.** This button allows you view the Pupil's Book of a selected pupil.

Other buttons on the Records tab include:

- **Return to Menu.** Returns to Main Menu screen.

Introductory Sequence

Magic Grandad explains to the user that toys in the past were very different to toys today. An animated sequence shows Magic Grandad entering the toy museum.

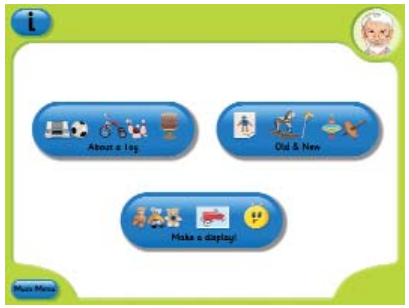
Users can skip the introductory sequence and animation by clicking on the **Skip** button.

Activity Menu

If the program is set to **Activity Mode**, the introductory sequence will lead straight to the Activity Menu.

Each of the nine activities is represented by a separate icon. Users can access each of the activities individually and in any order by clicking on the activity icons.

Theme Menu



If the program is set to **Theme Mode**, the introductory sequence will lead straight to the Theme Menu.

The nine activities are organised into three themes;

About a toy

- Toys today
- A family's toys
- What's this?

Old and new

- Draw a toy
- Where does this go?
- How does it work?

Make a display!

- Toy timeline
- Museum guidebook
- Toy poster

Each of the three themes is represented by a separate icon. Users consecutively complete all activities within a theme after clicking on a theme icon.

Navigation

Clicking the **i** button on the main interface brings up an information box that details the logged-in user's name and location within the program.

The information box also contains a button to return to the Activity, Theme or Main Menu (depending on the user's location). Users can close the information box by clicking on the **X** button in the top right-hand corner.

Pupil's Book

The Pupil's Book facility saves all tasks completed by logged-in users into their own printable book.

Upon completing an activity's Task section, users will be shown the page that will be saved into their book. It will contain a view of the completed activity and an input text box. Magic Grandad will encourage the user to type a sentence about the activity into the text box before clicking on the **Finish** button and saving the page into their Pupil's Book.

Users can view their book by clicking on the **My book** button on the Activity and Theme Menus. Teachers can view any pupil's book via the Teacher Options Records tab.

The Activities

Each of the nine activities available within *BBC Magic Grandad: Toys today and in the past* includes a Click and Explore screen, followed immediately by an engaging task. The captivating exploration screens allow users to freely investigate at their own pace and the exciting tasks go on to develop pupils' knowledge and understanding of the information retrieved.

Navigate through the activity sections using the forward and back arrows.

Click this button to replay speech and animations where applicable. This button is available throughout the program.

Magic Grandad's History Club

Upon completing an activity, users will be rewarded by gaining a star on their 'Magic Grandad's History Club' card. Each logged-in pupil will have a 'Magic Grandad's History Club' card, detailing their name and the number of stars they have collected. Users can check how many stars they have collected at any time by clicking on the **i** button, or by viewing the first page of their Pupil's Book.

Please Note: You can return to the Main Menu at any time by holding down **Ctrl** and pressing the **Q** key on your keyboard.

Toys today

Learning Objectives:

- Look at the characteristics and features of a modern toy
- Use everyday words or phrases to describe a modern artefact

Click and Explore

Meet three museum visitors and listen as they read extracts from their toy diaries about their favourite toys.

Task

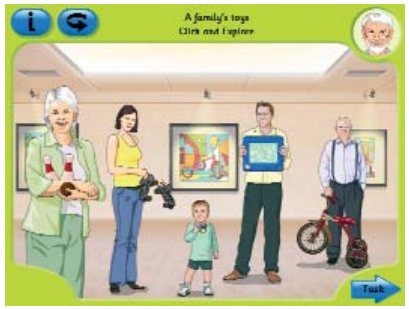
Match muddled sentences from the toy diaries back together.

A family's toys

Learning Objectives:

- Describe the characteristics of old and new objects
- Show understanding that design, materials and technology can indicate whether a toy is old or new

Click and Explore



Explore a family's favourite toys to discover how they have aged over the years.

Task

Answer a series of questions about the family's old toys.

What's this?

Learning Objectives:

- Decide whether an object is old or new
- Describe characteristics of old and new objects

Click and Explore

Investigate some mysterious toys, brought to the museum by visitors, to find out what they are.

Task

Listen to a series of clues to correctly identify the mystery toys brought to the museum by visitors.

Draw a toy

Learning Objectives:

- Show understanding that design, materials and technology can indicate whether a toy is old or new
- Decide whether an object is old or new

Click and Explore

Study a range of pictures that children have drawn of old and new toys in a museum display.

Task

Create a picture of one of the old or new toys in the museum display.

Where does this go?

Learning Objectives:

- Identify similarities and differences between old and new toys
- Find out about the past
- Decide whether an object is old or new

Click and Explore

Explore two pictures of toys being played with today and in 1900 to compare modern toys with toys played with in the past.

Task

Decide whether the given toys, sounds and phrases belong in 1900 or today.

How does this work?

Learning Objectives:

- Find out about the past
- Show understanding that design, materials and technology can indicate whether a toy is old or new

Click and Explore

Explore a range of similar toys from today and the past to discover if they work differently or in the same way.

Task

Create a list of instructions to tell people how to use the toys from the past.

Toy timeline

Learning Objectives:

- Sort objects in different ways
- Decide if an object is old or new
- Understand how museum exhibits are organised

Click and Explore

Examine groups of old, very old and new toys to identify their differences.

Task

Sort the very old, old and new toys and their labels into the correct displays.

Museum guidebook

Learning Objectives:

- Sort objects in different ways
- Show understanding that design, materials and technology can indicate whether a toy is old or new

Click and Explore

Help photograph a range of old and new toys and recognise their features.

Task

Organise the toy photographs and their labels into the correct pages of the museum guidebook.

Toy poster

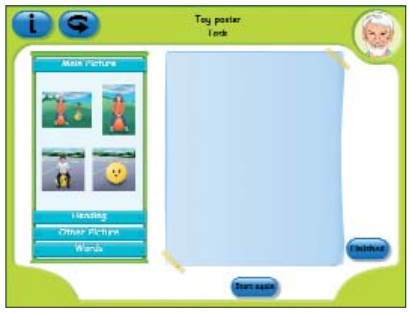
Learning Objectives:

- Describe the characteristics of old and new toys
- Identify similarities and differences between old toys and new toys

Click and Explore

Discover the characteristics of more old and new toys and find out how they are used.

Task



Create a poster to tell people about the old and new toys.

Educational Notes

Suggested Classroom Use

The *BBC Magic Grandad: Toys today and in the past* provides teachers and pupils with a unique historical resource. The CD-ROM can be used either in conjunction with other Magic Grandad resources from the respected BBC series, or independently. Designed to develop a growing historical awareness in younger pupils the CD-ROM supports:

- Chronological understanding
- Using common words and phrases relating to the passing of time
- Identifying different ways in which the past is represented
- Finding out about the past from a range of sources of information
- Using historical knowledge to communicate in a variety of ways.

Whole Class

The Click and Explore sections of each activity provide realistic representations of old and new toys, and offer excellent stimuli and resources for class discussions on the many differences between toys today and in the past. The Click and Explore scenes are particularly suitable for interactive whiteboard use due to the inclusion of the forward arrow that enables users to control the amount of time spent in this section.

Group Work

The design of the Click and Explore section will encourage groups of children to investigate, discuss and evaluate their historical knowledge and thinking. The questioning style of the narration can be used to initiate group work and debates.

The nine tasks on the CD-ROM are ideal for small groups of children to tackle collaboratively. Their work could be recorded using the Pupil's Book, with the children noting down key points of their discussions using the text entry facility.

Individual Work

BBC Magic Grandad: Toys today and in the past can be used independently by pupils to work at their own pace. The program can be used to support a pupil's extended research, or to reinforce historical knowledge and understanding. The creation of a Pupil's Book for each child allows children to show their level of knowledge and understanding by the quality of the text that they enter onto each page.

Technical Information and Tips

Sherston has built its reputation upon the quality of its software and support and is always happy to advise users on any aspects of its software and the computers it runs on.

The following information is provided purely as a useful reference to common aspects of our software. If you would prefer to discuss any problems you may have, please call us. Our **Technical HelpDesk** is open Monday to Friday, 8am to 5pm, **01666 843 224.**

Record keeping problems

Problems with record keeping (storing of pupil names or program settings etc) can normally be attributed to one of the following reason:

Insufficient Permissions granted to the Saves folder
When you install *BBC Magic Grandad: Toys today and in the past*, a **Saves** folder is created. This is the area where pupil names and scores and general program settings are stored.

Users must have **full** access permissions (they must be able to read and write) to this folder for record keeping to be available. Normally you would need to have Administrator privileges to alter the permissions on this folder. You may need to contact your IT Support if you are not sure how to do this.

Some systems may not allow you to alter the permissions on the **Saves** folder (perhaps because you have an additional level of security provided by your computer supplier or you have installed third-party software that controls desktop security). In this case, you will need to identify an area on your computer system that users have **full** access to (they can read and write). Use the **Full installation option** to install the program, specifying the destination of the **Saves** folder as your read/write area.

Index

Activity Information 19-28
Activity Mode 5,13,16
Activity Menu 16
A family's toys 21
Apple key . . . . . .
Apple Mac Users 9
  Installation 10
  Recommended Requirements 11
Draw a toy 23
Educational objectives 5
How does this work? 25
Introductory Sequence 16
Login 12
Modes of use 5
Museum guidebook 27
Navigation 18
Password (Teacher Options) 13
Pupil's Book 18
Return to Main Menu button 14
Return to Teacher Options button 13
Teacher Options 13,14
Technical Information and Tips 31
Theme Menu 17
Theme Mode 5,13
Toy poster 28
Toys today 20
Toy timeline 26
What is *BBC Magic Grandad: Toys today and in the past?* . .4
What's this? 22
Where does this go? 24
Windows PC Users 6
  Installation 7
  Recommended Requirements 8